Tablet Campus-A Virtual Learning Platform

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ABSTRACT

This paper describes a system that provides atablet campus is an e-school management system having an interface and experience that resembles an offline institute. The device comprises of multiple application of the entire institute which helps the user/ student in e-learning The device comprises of applications such as e-library, online classroom, book cart, campus tour, placement, scholarship, extracurricular activity, student social networking.

Keywords: Tablet Campus, Internet of Things, Virtual Learning, e-library, Book Cart, Scholarship, Campus Tour, Social Networking, School, Institute, Colleges

1. INTRODUCTION

The present invention relates to the field of Internet of things (IOT) in Virtual Learning System.

Virtual learning generally offers options to study for students who are unable to take up full-time or on-campus learning programmes. The goal of this research is to develop a smart virtual learning system to enable education available for everyone.

Virtual learning platform enables students receive a versatile learning experience. It helps the students and teachers to update themselves and also provides an organized learning system.

Our research team has developed a smart tablet for virtual learning that challenges the current system and provides the following advantages for students learning off campus.

1.   A handheld portable device installed with the applications providing the look and feel of the actual classroom; and

2.   The applications cannot be deleted/ uninstalled by the students.

The implementation and description of the smart tablet for virtual learning would be discussed in the preceding sections of this paper.

2. DESCRIPTION

The paper discusses in detail on an IOT-enabled learning system. This present disclosure provides the student with a hand held device installed with entire study material including entire institute as application on a smart device mimicking the environment of school/institute.

Fig.1 illustrates a smart hand held device having all the application of the entire institute. As shown in the fig. 1, the smart hand held device 100 is having multiple applications installed in it which comprises the application such as e-library 101, online classroom 102, book cart 103, campus tour 106, scholarship 108, placement 105, student social network 104, and extra-curricular activity 107.

This device is provided to the student at the beginning of the course with the installation of all the required application regarding the study materials and entire institutes. During course pursuing, the students are not allowed

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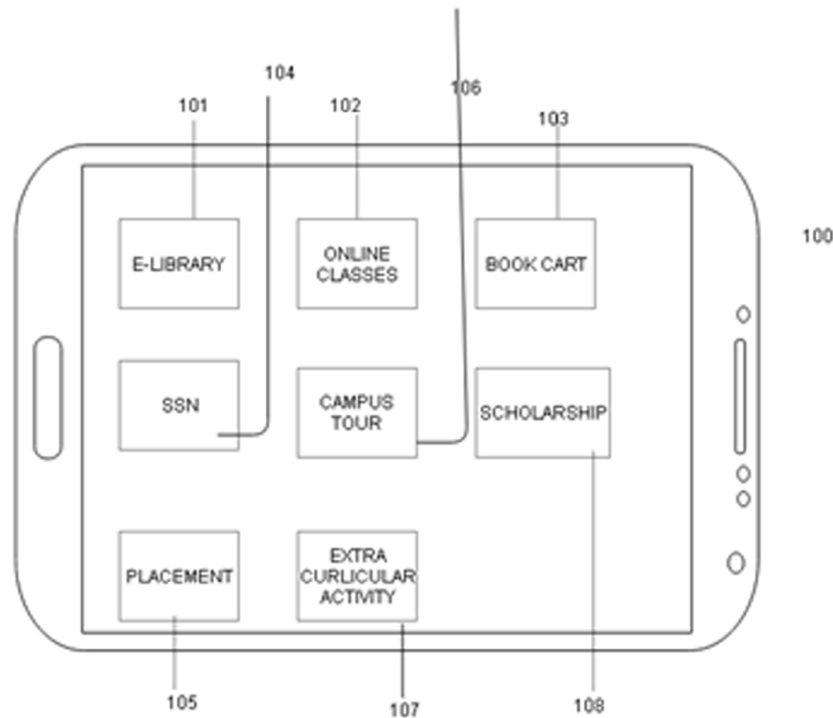
Figure 1: Smart Hand Held Device

to install any third party application into the device. The device has all the applications pre- installed which are required till the end of the course. If any additional applications are needed, the institute themselves install it for the students. During the entire course period the student cannot delete/ uninstall an application. At the end of the course the institute allows student to keep the device for their personal use.

The users/students have to be present to access the course for a particular day by clicking on the online classroom 102 application from the device 100 provided to them. This hand held device provides the facility to access the online class room application from anywhere in the world but they have to be available for attending the online lectures. By clicking on the application student can get all the required materials for the course.

Another application named e-library 101 is provided on the device which will help the students to read the books in online. Similarly, by clicking on the book cart 103 applications the student can buy the books for them.

The device further includes a student social networking application 104, by clicking on this application the students can communicate with faculty and other students via teleconferencing, sharing files and voice communication. By this application, students can clear their doubts by communicating with the faculty.

Registered students to this student social network are also empowered to make presentations through the installed application in the device. Additionally, the device includes applications that provide information about various other colleges. By clicking on these application students can see the details of other college's event, activity and any cultural program.

By clicking on placement application students can view the on-going placement activity and can apply according to their qualification. Similarly, by clicking on scholarship application students also apply for different scholarship.

The hand held device also provides extra and co-curricular opportunities such as internships, access to subscribed databases, registration to conferences, paper submission portals and journal presentations etc. By clicking on the application students can participate in the above mentioned activities.

The smart hand held device which is having all the application installed is not limited to only tablet. It can be a laptop, smart phone or the like.

The use of such virtual school learning system allows the users/ students to avail the courses from the comforts of their home. The system further enables the user save their commutation time.

3. IMPLEMENTATION

The present invention and its advantages can be implemented as described below. The current disclosure explains about a device which comprises of multiple application of the entire institute which helps the user/ student in e-learning which would be a suitable interface and experience in resembling an offline institute.

The device comprises of applications such as e-library, online classroom, book cart, campus tour, placement, scholarship, extracurricular activity, student social networking.

The third party application download is not allowed in the device, the device has all the applications pre-installed that are required till the end of the course. If any additional applications are needed, the institute themselves install it for the students.

During the entire course tenure, the student cannot delete/ uninstall an application.

4. APPLICATIONS

The invention as described in the drawing finds applications in Hospitals, Offices, Schools and Colleges.

5. CONCLUSION

The present invention provides a system to enable a virtual learning wherein a network of all the applications such as e-library, online classroom experience, book cart, social networking and other in campus facilities are connected through internet-of-things. This enables students and staffs to be well organized and save time in their daily tasks.

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